

INJURY TABLE (v1.4)

<<< The Injury Table on page 11 of the Blood Bowl Handbook is replaced with this new version. Apart from that the core game rules are left unchanged. >>>

2D6 Result

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|-----|--|
| 2-7 | Stunned – Leave the player on the field, but turn them face-down. All they may do for their next action is turn face-up. Once face-up they may stand up on any subsequent turn using the normal rules. |
| 8-9 | KO'd – Take the player off the field and place them in the Dugout in the KO'd Players box. At the next kick-off, before any players are set up, roll for each of your players in the KO'd Players box. On a roll of 1-3 they must remain in the KO'd Players box and may not be used, although you may roll for them again next kick-off. On a roll of 4-6 you may return the player to the Reserves box and can use them as normal from now on. |
| 10 | Injured – Take the player off the field and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In leagues roll on the Serious Injury table to see exactly what has happened to the player. |

1.0 EXTRA RULES (v1.4)

All of the following extra rules are optional. This means that both coaches must agree which extra rules (if any) they are going to use before the match starts. However, they are all highly recommended and you'll find that using them provides an even more exciting and interesting game without slowing down the mayhem and destruction much at all! Give 'em a try!

<<< *Note that the rules for creating teams have their own section now (see 2.0), so this section Kicks-Off (ho ho) with the Kick-Off Table* >>>

1.1 THE KICK OFF TABLE

All kinds of things can happen during a Blood Bowl match; one team or the other may make an inspired play, or raucous fans might throw a large heavy object (ie, a rock!) at one of the opposing team's players, or even invade the pitch!

The Kick-Off table is used to create these unforeseen but fairly common events. After both teams have set up and the football is placed on the pitch and it has scattered, the coach of kicking team rolls two dice and looks up the result on the Kick-Off Table. After applying any results called for, football lands in the square it scattered to, and then the kick-off proceeds as normal.

1.1.1 Selecting A Random Player

Many of the results on the Kick-Off table require that a coach 'select a random player'. In order to help you do this we have included a set of counters numbered from 1 through to 16. Each counter corresponds to the player with the same number on the Team Roster. To select one or more players at random, simply place the appropriate number of counters in a mug or similar opaque container, and then draw one or more counters from the mug as or when required.

1.1.2 The Fans

The number of fans that attend the match can affect several of the events on the kick-off table. In order to work out how many fans attend the match to support each team, each coach must roll a number of D6 equal to their team's fan factor. The total score is multiplied by 1,000 to find the number of fans that have turned up to support the team. For example, the Low-Down Rats have a fan factor of only 3, so 3D6 are rolled to see how many fans attend. The dice rolls are 3, 3 and 1, giving a total of 7, which means that 7,000 rats fans have turned up for the match.

No one interacts with a game of Blood Bowl like the fans. The number of fans supporting your team can easily effect which team wins or losses as their cheers spur extraordinary effort from your players or a well aimed rock filled can of Bloodweiser forever removes an opposing star. To represent the effect of the fans on a match each team has a *Crowd Effect modifier* (sometimes abbreviated to CEM) that can affect some of the results rolled on the Kick-Off table. If your team has fewer or equal fans from the gate roll than your opponent, your Crowd Effect modifier for the match is zero. If you have more fans than your opponent, your Crowd Effect modifier is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your Crowd Effect modifier for the match will be +2 instead.

KICK-OFF TABLE

- 2 Get the Ref! The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that for the rest of the half he will not send players from either team off for making a foul or ban players using secret weapons.
- 3 Injury Time: The referee waits to allow for injured players and other debris to be cleared from the field. Roll a D6. On a roll of 1-3 it takes ages to clear the pitch and so both teams turn markers are moved one space *forward* along the Turn track, while on a roll of 4-6 the pitch is cleaned up quickly and both teams turn markers are moved one space *back*. The turn marker may not be moved back before turn 1; if this would happen move the marker in the opposite direction instead (ie, to turn two) .
- 4 Go Go Go!: The offence start their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
- 5 Perfect Defence: The kicking team's coach may reorganise his players - in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.
- 6 Cheering Fans: Each team add their Crowd Effect modifier (see 1.1.2) and the number of touchdowns they have scored to their number of cheerleaders. The team with the highest score is inspired by their fans cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.

- 7 Changing Weather: Make a new roll on the Weather Table.
- 8 Brilliant Coaching: The team with the most assistant coaches gets an extra team re-roll this half thanks to the brilliant training provided by the coaching staff. In the case of a tie both teams get an extra team re-roll.
- 9 High Kick: The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land, as long as the square is unoccupied.
- 10 Blitz!: The defence start their drive a fraction before the offence are ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn where any player not in an enemy tackle zone may take a Move action. One eligible player on the Kicking team may take a Blitz action rather than a Move. If any player suffers a turnover then the bonus turn ends immediately.
- 11 Throw A Rock: An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their Crowd Effect Modifier (see 1.1.2) to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No armour roll is required.
- 12 Pitch Invasion: Both coaches roll a D6 for each opposing player on the pitch and add their Crowd Effect modifier to the roll. If a roll is 6 or more after modification the player is Stunned.

<<< The rest of this section up to fouls is unchanged, except that they will get a case point number. Eg, The Weather becomes 1.2 The Weather, etc.) >>>

1.8 FOULS, OR KICKING PLAYERS THAT ARE DOWN

Attacking players that have been knocked down is, of course, strictly against the rules. However, despite the large number of ways in which a player can attack another legally, many resort to the time-honoured tradition of kicking a man when he's down. The referee is supposed to spot and penalise players who use such underhand tactics but unfortunately, when something nasty happens on the field, the referee is often looking the other way and misses the foul altogether. No wonder the crowd constantly harangues the referee!

Normally, players that are prone cannot be attacked. However, when you use the foul rule (and believe me, it *is* a foul rule!), one player per turn is allowed to take a *Foul action*. This allows the player to move a number of squares equal to his MA, and then make a *Foul* against an opposing player who is both prone and in an adjacent square. The coach nominates the victim of the Foul, and then makes an armour roll for him. <<< Note that the +1 modifier no longer applies >>> Other players may provide offensive and defensive 'assists' for the Foul, in exactly the same manner as they would do for a Block (see 1.5 Assisting A Block). Each offensive assist adds 1 to the armour roll, and each defensive assist subtracts 1. If the score beats the victim's armour value they are injured, and a roll is made for them on the Injury table.

1.8.1 The Referee

Referee's do occasionally spot a player making a foul and send them off the field, although this is quite a rare occurrence (how would you like to tell a five foot wide Black Orc blocker that he's out of the match?!?!). To reflect this, if the Armour or Injury roll is a double (ie, two 1s, or two 2s, etc), then the referee has spotted the foul, and the player taking the Foul action is sent off. If a double is rolled for both the Armour Roll and the Injury Roll, then the player is sent off for this match, and must miss the next game as well! A player who is sent off may not play for the rest of the match. In addition, his team suffers a turnover and their turn ends immediately. A coach may not replace a player who has been sent off until after a touchdown has been scored or the half ends.